



# BORIS THE SPIDER

**A Journal of Duplicitous Doings,  
Raw Power, and Naked Greed**

*"Oh, what a tangled web we weave  
When first we practice to deceive!"  
--Sir Walter Scott--*



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(#203)

16 Aug 02

## Copeland Wins "XV"!

Congratulations go to Rick Copeland on his 1st DIPLOMACY win here in *BORIS*. This opens a page for either a new DIPLOMACY game or perhaps COLONIAL DIP, MACHIAVELLI, or BALKAN WARS. Sign up if interested and include your country druther. For House Rules see:

<http://hometown.aol.com/prbolduc/boris/rules/index.html>

Wayne Morrison and I survived the 2000 mile journey to and from Hunt Valley, MD and the World Boardgaming Championships (WBC). I earned a 3rd (and a plaque) in CIRCUS MINIMUS, a 4th in WIZARD'S QUEST, and a 7th in GANGSTERS. Also picked up a trophy for doing the most wheel damage in a single CIRCUS MAXIMUS game -- 23 wheel points, and that doesn't include the damage to my own chariot. Wayne made the HISTORY OF THE WORLD semifinals. Let's see, overall I played 9 events and, in doing so, played 17 tournament games. Add two casual games at the WBC, and 5 more while on the way there and back, and there's little doubt why I've been brain dead since my return.

There were over 1000 attendees at the WBC with noticeably more families than in the last few years. The event I ran, WIZARD'S QUEST, drew 19 players, the best since 1998. The hit new games appear to have been NAPOLEONIC WARS (NW) by Mark McLaughlin (of PRINCESS RYAN'S STAR MARINES fame), published by GMT and PUERTO RICO, a gem of a game, recommended to me by John Butitta (thanks Doc!) published by Rio Grande. NW was finished too late to have a tourney (in fact my preorder copy arrived here during the WBC), but it's oversized demo board always had a full compliment. The major bummer of WBC was the announcement that, while WBC will be at the Hunt Valley Inn (HVI) again next year on the first weekend of August, those that stay in the HVI will be charged \$30/room extra a night, but will receive a food voucher for \$30. The catch is that it's redeemable only in two of three of HVI's eating/drinking facilities and isn't usable for breakfast. Plus I wonder how they are going to handle 350 gamers (the room allocation) all wanting to redeem their voucher between 1200 and 1230 on any given day. Also may make it hard for me to find a roomie next year.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "Nothing gives one person so much advantage over another as to remain always cool and unruffled under all circumstances." --Thomas Jefferson

There was no SOURCE OF THE NILE REPORT received this time. Consider this it.

### BOOS & KUDOS

This month's Madame Boldue Press Excellence Award (and free issue) goes to Dave Anderson for his Rock-and-Roll ditty in "Egbert".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Don Greenwood for insisting on keeping WBC in the "Mid-Atlantic Region" or not even considering a college site.

**PERSONAL COMMUNICATION HERE (maybe):**

**Deadline for most games is 1800 CDT 6 SEP 02**



# GERMANY WINS!! Despair in France!!

Fall 1908

**XV**  
2001B

The Concession vote is moot.

**MINAS MORGUL:** The government of Major-Generalissimo Curtis has collapsed under the mere threat of a German attack, but, truth be known, it could have done nothing to change the outcome. As per Sultan Ali Kevin's request, the destruction of the rump Italian army was effected ere the German victory. What will the German century usher in?

## TROOP MOVEMENTS:

**FRANCE** (Curtis): **NMR** (A Edi H(u)) (r-???) F Lon H(u), F Tyn H(u), F Nrg H(u), (A Ven H(u), r-???) A Par H(u), A Rom H(u), A Mar H(u), A Pic H(u).

**GERMANY** (Copeland): A Vie S A Gal-Bud, A Tri S A Tri-Ven, F Den S F Ska-Nth, (F Nwy-Nrg), F Nth-Edi, (A Sev-Rum), F Ska-Nth, A Rum-Ser, A Bur-Gas, A Gal-Bud, A Yor S F Nth-Edi, A Bel H, A Mun-Bur, A Hol S A Bel, A Tri-Ven;

**ITALY** (Anderson): (A Alb-Gre), (A Bud S A Ser)(d), (A Ser S A Alb-Gre)(d);

**TURKEY** (K. Wilson): F Ion-Tun, (F Nap-Rom), (A Gre S GER A Rum-Ser), A Bul S GER A Rum-Ser, F Aeg S A Gre, A Con S A Bul.

Orders in brackets fail, imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nso = not so ordered, nsp = no such place, nsu = no such unit, otb = off the board, r-??? = unit must retreat to ???, u = unordered, uno = unit not owned.

French A EDI must retreat otb or to CLY or LPL. French A VEN must retreat otb or to APU, PIE or TUS.

## SUPPLY CENTERS:

FRA: Bre Mar Par Por Spa Lon Lpl -Edi Rom -Ven

(8) Tear 2 \*

GER: Ber Kie Mun Bel Den Hol Nwy Swe StP War Mos Vie Rum Sev Tri  
+Bud +Edi +Ser +Ven

(19) Build 4 = WINS

ITA: -Bud -Ser, -Tun

(0) Tear 3 = OUT

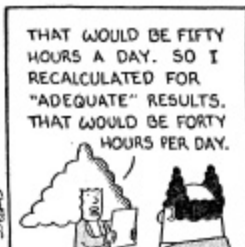
TUR: Ank Con Smy Bul Nap Gre +Tun

(7) Build 1

Due next time are French retreats and tears and your end of game comments.

## EMBASSY BEAT

Ger to all---You are all invited to the 1908 pan-European Oktoberfest to be held in Munich to celebrate "Peace in our Time."





# Game Delayed Again!!

Winter 1900/01

# XVI

## 2002C

**MIRKWOOD:** OK. I'm delaying Spring 01 yet again for three reasons. First, I forgot to change the "Troop Disposition" from Jim "I'm the last resort" Kanne to Pete "I'm the Prez" Boyum. Second, two NMRs, one from Boyum (who suddenly departed his motorcycle involuntarily about four weeks ago and has been recovering at a friend's place and not readily accessible to his boards) and one from Wayne Morrison (who was awaiting some response from Boyum until Wayne's flight back to the states for WBC). Third, it is traditional that an NMR on the first turn automatically evokes a stoppage of play since any player who has to assume the position would be terminally handicapped otherwise. I'm printing the press that was "warm fuzzies", holding the rest.

### TROOP DISPOSITION:

**AUSTRIA** (R Fisher): A Bud, A Vie, F Tri;

**ENGLAND** (Morrison): A Lpl, F Edi, F Lon;

**FRANCE** (Boyum): A Mar, A Par, F Bre;

**GERMANY** (Anderson): A Ber, A Mun, F Kie;

**ITALY** (K Wilson): A Rom, A Ven, F Nap;

**RUSSIA** (Fowble): A Mos, A War, F Sev, F StP(sc);

**TURKEY** (Nichols): F Ank, A Con, A Smy;

Due next time: Your orders for Spring 1901 (again). I have orders on file for all but ENG and FRA.

### EMBASSY BEAT

Italy to Austria: Hello neighbor. I'm sure you can appreciate the powerful combination that A/I can be. Safe borders. Outward focus. The rest will tremble at the thought!

Italy to France: Hello neighbor. I'm sure you too can appreciate the beneficial attributes of peace between us. Germany and England will fall all over themselves, seeking your favor, when they see you don't have a hostile Italy on your southern flank. You can have that peaceful neighbor, providing your forces don't come this way.

Italy to Germany: Hello neighbor. Let us leave Tryolia empty and we can each then focus on the areas more of direct interest to us. Let us put our past behind us and see if we can be more successful this time. I'm game if you are.

Italy to Turkey: Hello neighbor. Don't forget to write. It would be a shame if our fleets had no choice but fight. The Mediterranean can be such a lovely see if it isn't colored by the blood of young Italian and Turkish sailors.

Italy to Russia: Hello neighbor. Keep in touch. It might be helpful later.

Italy to England: Hello neighbor. It's been a while since we had a chance to team up. It will be a while again given our starting positions. But stay in touch. I will.



# MACHIAVELLI

## AUSTRIA ALMOST OUT!!

Fall 1526



**RAGNOCITTA:** Things are looking bad for the Pope with the Venetians attacking from the north and the Turks pushing from the south. The Austrians are finally unitless, but have the ducats to bribe one. Florence and France are beginning to go at it.

### TROOP MOVEMENTS

Florentine F LS retreats to LUC. Papal A ROM retreats to PAT. Turkish A URB retreats to ANC.

**AUSTRIA** (Anderson, 17d): [A Bos-Her]d);

**FLORENCE** (Cole, 19d): F Cor S F Sar, F Luc Hlu), A Mod S A Par, [A Par S A Mod], [F Ser S F Cor], A Gen = G, F Pio S A Pisa-Sie, A Are S A Flo; A Flo S A Pisa-Sie, A Pisa-Sie;

**FRANCE** (McConnell, 1d): A Como-Pav, A For S A Pav-Par, A Aus-Tyr, [A Pav-Par], A Mon S F LS-Gen, A Sav S F LS-Gen, F LS-Gen, F Gol S F Pro-LS, F Pro-LS;

**PAPACY** (K Wilson, 16d): [A Bol-Urb]r-???), [A Urb-Spo], A Pat-Rome, G Rome S A Pat-Rome, [A Per S A Pat-Rome];

**TURKEY** (Scott, 5d): [A Rome-Pat], F GoN-TS, [A Sie S A Rome-Pat]r-???), [F TS-Rome], F LA S A Anc, [F WM-Ser], [A Spo-Per], A Her S VEN A Cro-Bos, F IS-Otr, F Tun-CM, A Anc H;

**VENICE** (Vasseur, 13d): A Ver-Man, F Dal S A Sla-Cro, A Ber S A Carin-Mil, A Man-Bol, A Carin-Mil, A Sla-Cro, A Cro-Bos, A Per S A Man-Bol, F Fri-UA.

Orders in brackets fail; b = besieged, d = destroyed, imp = impossible, n/c = no longer controlled, ntu = no such unit, ntb = nothing to besiege, otb = off the board, r-??? = must retreat to ???, u = unordered.

Papal A BOL must retreat otb, into g, or to FIS. Turkish A ROM must retreat otb or to CAP. Turkish A SIE must retreat otb, into g, or to PAT.

**Status:** (Home provinces in caps) Variable income roll was 4.

**AUS:** 17+4d, SAL. No home cities, so cannot build.

**FLO:** 19+30d, ARE FLO PISA PIS(?) Genel Pio -For Luc Par Mod Sar +Cor +Sie

**FRA:** 1+30d, AVI MAR SALZ SWI PRO Sav Pav Tur Tyr Mon Como Aus -Cor +Gen +For

**PAP:** 16+12d, BOLie(?) PER URB -SPO PAT(?) -Man ROM -Sie

**TUR:** 5+37d, ALB DUR TUN HER -BOS Rag Otr Bar Nap Anc Mes Pal Aqu Cap +Sieic(?) +Spo

**VEN:** 13+41d, PAD TRE VEN DAL BER VER FRI Fer Trent Car Cre Hun Mil Ist Sla Carin +Bol +Bos +Cro +Man

If Papal army BOL r-g, the Pope has +1d; if it retreats otb, Venice has +1d; if it retreats to FIS, the Pope has +1d and Florence -1d. If Turkish A SIE r-g or r-PAT, Turkey has +1d and the Pope -1d.

Due next time are retreats and orders for Spring 1527, and Press. Ms Nar craves Press.

### EMBASSY BEAT

Desperate times for True Italians - can we let ourselves be squeezed out so easily? Florence may be forced to make a formal declaration of hostilities with the Ottoman blasphemers...

**ERRATA:** V earned \$4 for Stone and \$5 for wine. P has 70 M. Other cash totals corrected.

**THE CAST:** (In Turn 3 Order)

**London** (McCabe): \$56, 7C, 4K, 50M, Gal-4, 6t  
**Hamburg** (Debbie A): \$51, 7C, 3K, 40M, Gal-2  
**Barcelona** (Buttita): \$78/5, 9C, 2K, 40M, Gal-4, 16t  
**Genoa** (Copeland): \$99/76, 9C, 3K, 40M, Gal-4, 24t  
**Venice** (Hanns): \$44?, 1C, 3K, 70M, Gal-4, 30t?  
**Paris** (Frueh): \$21/2, 12C, 2K, 60M, 36t

**ADVANCES**

E,N  
 A,I  
 N,R  
 E,N,R  
 E,I,N

Civil War resolution: V loses \$18 cash, and keeps 30t, minus one to keep one T in VEN. War resolution: V keeps the Sulo, cedes rest.

There are no Leaders available. Barcelona has Armor; Paris has Stirrups.

**3.4: Purchase Phase**

L (6t) buys "Holy Indulgence" (F: \$40, 20 cr; 1 ML), Galley-6 (\$10); doesn't Stabilize (+1 ML).  
 H (7t) buys Galley-4 (\$10), and "Human Body" (B: \$40, 20 cr -1 ML, 5 MR); doesn't Stabilize (+1 ML).  
 B (16t) buys "The Heavens" (A: \$30, 5 MR), "Caravan" (I: \$20, 5 MR), "Urban Ascendancy" (V: \$20, 5 MR), and Stabilization (\$3).  
 G (24t) buy Galley-6 (\$10), Stabilization (\$6), "Heavens" ("A": \$30, 5 MR), and "Patronage" (E: \$30, 10 MR, +1 ML).  
 V (30t) buys Galley-6 (\$10) and Stabilization (\$6).  
 P (36t) buys Galley-2 (\$10) and Stabilization (\$3).

**3.5: Expansion Phase**

L (6+10t) plays 1t (+2T =c) @ Ber, 3t (=c) @ Sto, 6t (=c, G,B,W 3.3-5.5 -BC), @ Sev, 1t @ Arm, Corn, & Wal, buy a card (3t).  
 H (7-2t) plays 2t (=c) @ Nov, 1t @ Mal, Smo, Whl.  
 B (16-2t) plays 1t Bare, 2t (=c) WAF, 3t (=c, 3.5.5:5) @ Alg, buy a card (6t), eat 2t.  
 G (24-2t) plays 4t (=c) @ Con, 2t (=c) @ Smy, 4t (=c) @ Cal, 3t (=c) @ Sue, 4t (=c) @ Alep, 1t @ Ada & Gal, eat 3t.  
 P (36-2t) plays 3t (=c) @ Bud, 7t (=c 6.2.5:3 -1Gc) @ Alep, 5t (=c 5.2.5:4; 3.6.5:3 -HC) @ Nur, 7t (=c 3.6.5 -2 -GC) @ Lye, 6t (3.4.5:5; 1.3.5:6 no) @ StM, 1t (5.5.5:6 no) @ StG, 2t @ Cyp, 1t @ Jer & Lev, eat 1t.  
 V (29-2t) plays 2t (=c) @ Var, 1t @ Kaf, 2t (=c) @ Tan & Pot, 3t (=c) @ Erz, 4t (=c) @ Tre, 2t (=c) @ Ang, 4t (+1T =c) @ VEN, 2t (+2T =c) @ Rom, 2t (1.4:3 -1Gt) @ Gal, eat 3t.

**3.6: Income Phase**

P (15C) earns \$105. G (13C) earns \$93. B&L (10C) earn \$75. V (9C) earns \$79. H (7C) earns \$67. There is a surplus (4) of Wool (1+2), so L pays \$4, and a shortage (1) of gold (tle) & Ivory (6+6) so G gets a card.

**PRESS:**

V to P and G: "Was it something I said? Was it something my accountants said? Or do you object to canals? Or gondolas? Or blinds? At any rate, it's been an enjoyable game, albeit short, and I hope we can play again sometime. --The Merchant of Venice"

Paris to Venice: It's only because I respect you as a great gamer for the vicious and unprovoked attack.

--Continued on p 17



# BRITANNIA

"Egbert"

Turn IX



## The Cast:

Blue: Kevin Wilson    Green: Dave Anderson    Purple: Chuck Hanna    Red: Peter Boyum

## TURN IX

### Board

**R-Bs (2):** 4A @ Moray; 2A @ Pennines; 1A @ Dalraida.

**Welsh (2.5):** 3A @ Clwyd; 2A @ Powys; 1A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd.

**Brigantes (1):** 3A @ Cumbria.

**Picts (1.5):** 3A @ Alban; 1A @ Mar.

**Caledonians (2.5):** 2A @ Hebrides, Skye.

**Irish (0):** 3A @ N Mercia; 2A @ Cheshire, March; 1A @ Atlantic? Hwicce.

**Scots (2.5):** 3A @ Strathclyde; 1A @ Caithness, Orkneys.

**Saxons (1.5):** 6A @ York; 2A @ Lindsey, Suffolk; 1A @ Avalon, Downlands, Essex, Kent, Norfolk, S Mercia, Sussex, Wessex.

**Angles (2):** 3A @ Galloway; 2A @ Bernicia, Lothian; 1A @ Dunedin; Oswiu?

Saxons were elected Bretwalda (+2 VP).

**R-Bs (2):** Grow 2 pp. Add 1A @ Dalraida. 2A Dalraida-Skye, 2A Moray-Skye (6,2,1,1;4,4; -1 Cal, 1 Cal r-Hebrides). 2A Moray-Mar (5,4,6 -1 R-B, 1 R-B r-Moray). R-Bs are overpopulated so lose 1A @ Skye.

**Welsh (2.5):** Grow 4.5 pp. Add 1A @ Clywd & Gwent. 4A Clywd-Cheshire (4,3,3,1;5,4; 5,4,4;5,3; 4,2;4; 3,2;3; 2,2;4; 3,2;5; 2,6 -4 Welsh, -1 Irish). 1A Gwynedd-Clywd, 2A Gwent-Hwicce (5,2;2 -1 Irish), 1A Powys-March (1;5,4 -1 Welsh).

Welsh to Irish: Irish go HOME!!!! Here, have a potato.

Welsh to Board (after the battle of Cheshire), with apologies to Don McLean

A long, long, time ago...I can still remember how the armies used to make me smile.

And if I know that if I had my chance that I could make my Welsh dance,

and maybe make they'd be happy for a while.

But February, made me shiver, with every obituary notice that I delivered.

Bad news on the doorstep, I couldn't take one more step.

I can't remember if I cried. When I heard about the hundreds of widowed brides.

But something touched me deep inside, the day those 5 armies died....

Sooo Bye, Bye miss Welsh victory pte

Drove my armies to Cheshire and I watched them all die.

And good OF Irish boys were drinking whisky and rye.

Singing this will be the day that my all my armies die, this will be the day Ms. Nar rolls the die....

**Brigantes (1):** Grow 1 pp. 2A @ Cumbria-Pennines (6,1;5,4 -1R-B, -1 Brig. 1 Brig r-Cumbria)

**Picts (1.5):** Grow 1 pp. Hold.

**Caledonians (2.5):** Grow 0.5 pp. Add 1A @ Hebrides. 4A Hebrides-Skye (4,3,2,2;6,2,1; 6,2,1;6,6,4; -3 Caledonians, -1 R-B, 1 Caledonian r-Hebrides).

**Irish (0):** Grow 3 pp. Add 1A @ N Mercia. 3A N Mercia-Hwicce, 1A March-Hwicce, 1A Atlantic-Hwicce (6,4,3,2,1,2,1 -1 Welsh, 1 Welsh, r-Gwent).

**Scots (2.5):** Grow 2 pp. Add 1A @ Strathclyde. 4A Strathclyde-Dalraida.

--Continued on p 17



# KINGMAKER

Turn 20

Ref 00-1

08-13-02

## THE FACTIONS:

- A: Phil Reynolds' The Knights Who Say "Nee!"  
 B: Lee McConnell's Blue Falcon  
 C: Don Chinnery's Angevin  
 D: Dave Anderson's Blue Meanies  
 E: David Kurtz's Black Adders  
 F: Flint Webb's Chancellor of the Mighty Horde  
 GMing By Mike Scott The California Connection.

**Event Card Responses:** Remember, Nobles respond to each event per the cards call, and then to the next call... and some of you didn't read all of the events.... thus there are surprise's here....  
 Stafford goes to Blackheath, and then on to St. Albans, Grey goes to Barnet, and then on to Thetford, Mowbray goes to Framingham, Talbot w/ Edmund goes to Ludlowic, and the Duke of York goes to Stokestay.

**Between Turn Happenings:** Fitzalan into play @ Chirk. Nobles & Ships holding in Place: Berkeley & Herbert, Courtenay, Scrope, & Talbot also @ Ludlowic, Stanley @ Douglas, Le Christopher & Le Margaret are STILL INTERNED @ Pevensey, Le George & Le Trinity @ Milford Haven, Le Nicolas Interned @ London, Le Swan Interned @ Berwick.

**Nobles & Ships Moving:** Bouchier, Cromwell, Greystoke, & Percy (Helmshley) - York-Towton - M35-Newark-Belvoir. Duke of York(Stokestay)-H3-Tewkesbury-Kentilworth. Fitzalan(Chirk)-W14-Stokestay-Ludlowic. Grey (Thetford) Royston-St. Albans-Wallingford(C). Hastings (Shrewsbury)-Stokestay-Ludlow, and is STOPPED by belligerent forces! Howard (Hereford)-W25-W24-W23-W22-Cardigan. Mowbray(Framingham)-Wingfield, Royston-St Albans-Oxford-H29; Plays FREE MOVE Card.-H28-H26-H20-Ludlowic. Neville w/ King Richard, Edward of March, & George, and Audley (W30)-W31-W32-H26-Tewkesbury-Kentilworth. Roos, Holland, & Clifford (Shrewsbury)-W18-W24-W25-Hereford. Stafford(St. Albans)-Wallingfordic. Le Lucastrye)-S24-S22-S20-S18-Weymouth.

**Combat:** At Ludlow, again a battle, this time Berkeley & Herbert are joined by Mowbray & Fitzalan against Courtenay, Scrope, and Talbot who's just gotten in from Ireland; Card drawn is Revolt in Wales, Mowbray to Denbigh (and lot's of other stuff) and BAD WEATHER!!! Then Berkeley & his 3 allies turn on poor Hastings who just happened onto the battlefield, and the Weather cleared to allow the Four of them to attack Hastings; the card drawn is Embassy King to Maldon, 3:1 Beaufort, Herbert, so Hastings is Captured, but Herbert dies....

**Seiges:** Selges: The one ordered at Ludlow can not proceed due to the Combat conditions... For the one at Wallingford; Gray & Stafford draw the Card..... Peasant Revolt Wombray to Castle Rising, etc, 3:2; so both survive and Gray's faction now controls Wallingford. Both Gray & Stafford go inside.

**Turn 20 Crown Cards:** There is just the one, Herbert, who goes to the Angevin Faction.

**Turn 21 Event Cards:** There are 21 Nobles still in play, thus 6 cards;

1. Storms at Sea; 5:4
2. Plague Lincoln & Newark, 3:1 no effect for those @ Belvoir.
3. Plague Bristol, 2:1.
4. French Raid, Warden of the Cinque Ports to Rye w/2 Ships 3:1.
5. Plague Carlisle 5:4.
6. Peasant Revolt, Stafford to Leeds, Arch-Bishop of Canterbury to Canterbury, and Marshal to Blackheath 2:1.

**Royal Heirs:** Edmund is controled by Talbot, King Richard of York, George, & Edward of March are controlled by Neville. Richard of Gloucester, Edward of Wales, Henry & Margaret are all DEAD.

**DEADLINE:** Sept 6, Friday night, Midnight the GM's time....



# LORD STANLEY

SR 3 & OR 3.1 & 3.2



Errata: GW, finishing SR2 at G60, ran after GT. Frueh has \$5 more.

## PLAYER STATUS: (\* = Prez)

Frueh: \$81, GLSC, NFSBC, 2 GW.  
 Chinnery: \$97, CC, 3 GT\*  
 Butitta: \$79, W&S, SCFTC, 1 GT, 1 LPS  
 Zieske: \$50, Flos, 3 LPS\*  
 Hanna: \$44, 3 GW\*, 1 LPS

## CORPORATION STATUS:

Corp	Prez	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	\$90	90	5	0	2	---	420	22	C14
GT	DC	\$65	65	6	0	2	---	5	223	P9
GW	CH	\$60	65	5	0	2	---	30	223	F15,F17

## SR 3

Chinnery buys 1 GT from IO (\$65 to GT)  
 Butitta buys one GW from IO (\$65 to escrow).  
 Zieske passes.  
 Hanna sells 1 LPS (price slips to C80), buys 1 GW from IO (\$65 to escrow).  
 Frueh buys 1GT from IO (\$65 to escrow).  
 Chinnery, Butitta, Zieske pass.  
 Hanna buys 1 GW from IO (\$65 to escrow).  
 All pass. Frueh has Priority.

## OR 3.1:

Privates pay PZ \$5, DC \$10, JB \$20, and MF \$35.

Corp	Title	Lay	Token	Earn	Dv?	Loans	Trains	Price	Notes
LPS	#14/C14(sw)	no	\$120	Y	(3)+70	22+3	C90		
GT	#14/P9(ne)	no	\$160	Y	(3)+70	223	F70		
GW	#15/F17(ne)	no	\$100	Y	(3)+70	223	G65		

## OR 3.2:

Privates pay PZ \$5, DC \$10, JB \$20, and MF \$35.

Corp	Title	Lay	Token	Earn	Dv?	Loans	Trains	Price	Notes
LPS	#8/D15(nw)	no	\$120	Y	(3)+30	223	C100		a
GT	#120/N11(se)	no	\$190	Y	(4)+60	223	F75		b
GW	#7/E16(s)	no	\$140	N	(4)+60	223+3	G60		

a. buys Flos from PZ for \$40  
 b. buys Canada Co from DC for \$100 & places #58 in H11(ne)

## PLAYER STATUS: (\* = Prez)

Frueh: \$86, GLSC, NFSBC, 2 GW, 1 GT.  
 Chinnery: \$292, 4 GT\*  
 Butitta: \$123, W&S, SCFTC, 1 GT, 1 LPS, 1 GW  
 Zieske: \$172, 3 LPS\*  
 Hanna: \$54, 5 GW\*

## CORPORATION STATUS:

Corp	Prez	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	C100	90	5	1	3	90	249	223	C14 Flos

GW CH F75 65 2 0 4 195 10 223 F15.F17  
GT DC G60 65 4 0 4 65 100 2233 P9 CC

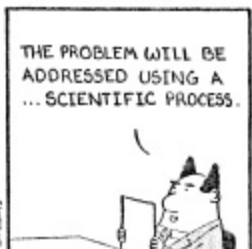
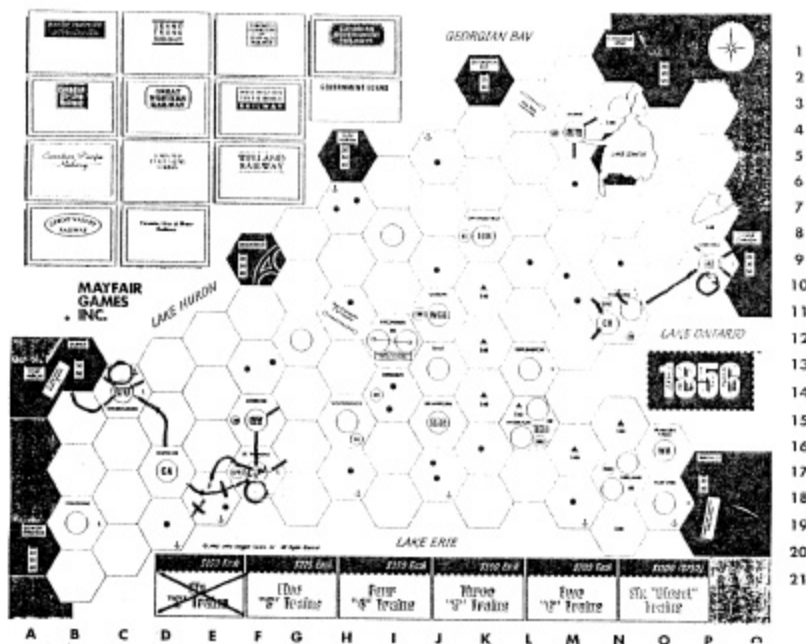
The Bank has \$10,654.

**AVAILABLE TRAINS:** 3444455566DDDDDD...

**AVAILABLE TILES:**

Yellow: #1(1), #2(1), #3(3), #4(3), #5(1), #6(1), #7(5), #8(12), #9(12), #55(1), #57(3), #58(2), #69(1)  
Green: #14(2), #15(3), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1),  
#28(1), #29(1), #59(2), #121(2)

**Due next time:** Orders for SR 4 and ORs 4a (and 4b if you can manage it). Freuh has the Priority.





1835

SR1

D

**ERRATA:** Copeland has dropped out since he doesn't have a copy of the game (Should've come to WBC, there was a copy there for sale -- 1856 & 1870 too). The rest of you started with 390 M.

**Player Status:**

Fisher: 390 M  
Hanna: 390 M  
Butitta: 390 M  
Chinnery: 390 M  
Zieske: 390 M

**SR1**

Fisher buys #1 (-80 M). Hanna buys L-D (-190 M). Butitta buys #2 (-170 M).  
Chinnery buys N-F (-100 M).  
Zieske buys #4 (-160 M). Fisher buys #3 (-80 M). Hanna buys Braunschweigische (-130 M).  
Butitta passes. Chinnery buys Hannoverische (-160 M).  
Zieske buys #5 (-80 M). Fisher buys #6 (-80 M).  
Hanna and Butitta pass. Chinnery buys O-B (-120 M).  
All pass. Zieske has *der Zug*.

**Player Status: (\* = Director)**

Fisher: 150 M, #1, #3, #6  
Hanna: 70 M, L-D, 2 SX\*, Braun  
Butitta: 220 M, #2  
Chinnery: 130 M, N-F, 2 BY, Hann, OB  
Zieske: 230 M, #4, #5 <Zug>

**CORPORATION STATUS:**

Corp	Dir	Price	IO	Pool	Cash	Trains	Tokens
#1	RF	--	--	--	80	-	(H2)
#2	JB	--	--	--	170	-	(E19W)
#3	RF	--	--	--	80	-	(F14)
#4	PZ	--	--	--	160	-	(G5)
#5	PZ	--	--	--	80	-	(E19N)
#6	RF	--	--	--	80	-	(C11)
BY		C92	8	0	(920)	-	(O15)
SX	CH	D88	8	0	(880)	-	(H16)

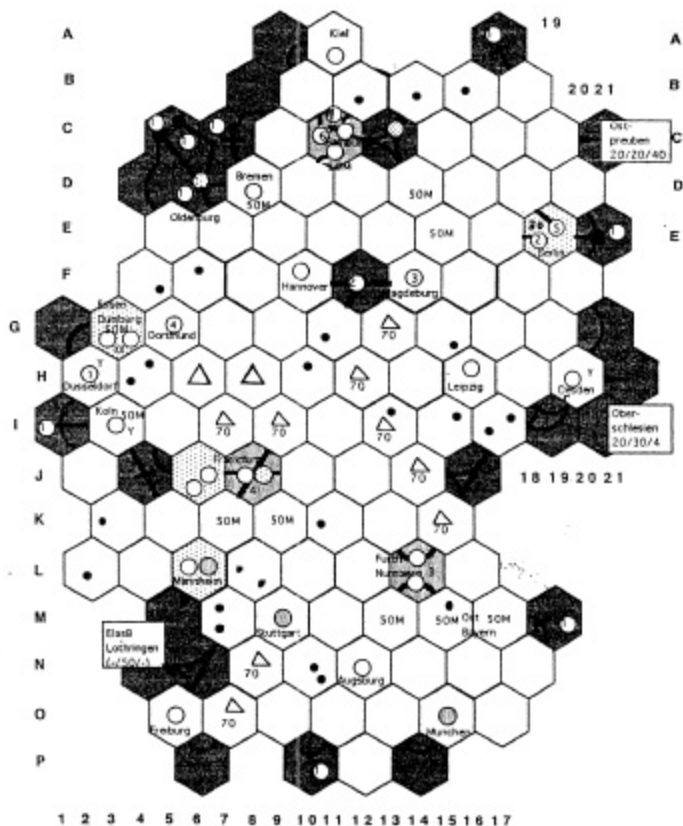
The Bank has 10,550 M.

**Trains available:** 22222222.2+2+2+, 3333, 3+3+, 444, 4+, 55, 5+, 66, 6+6+6+

**Tiles available:**

Yellow: #1(1), #2(1), #3(2), #4(3), #5(3), #6(3), #7(8), #8(16), #9(12), #55(1), #56(1), #57(2), #58(4), #69(2), #201(2), #202(2)

Due next: Orders for OR 1, SR 2, and OR 2. Only the BY Directorship and P-B remain in the starting packet.



2

80M



Der Adler, 1835

# Down with the King

## MORTIMER SACKED!

Turns 3/4/5



### The Cast:

D&D Anderson: Sir Jeffrey (#23), 3 IP, 12/5 PP, 12 cards, #51, #24.  
A. Bargender: Sir James (#22), 5 IP, 14/2 PP, 12 cards, #52(H), #34, #62.  
Copeland: Marquise Margaret (#56), 2 IP, 30/16 PP, 13 cards, Philip, #46.  
Fowble: Sir Robert (#16), 0 IP, 2/1 PP, 11 cards, #13(H).  
York: Countess Mary (#64), 0 IP, 15/8 PP, 12 cards; #42(H).

### The Cabinet:

Monarch: King George (50 Support)	Consort: Queen Catherine
Navy: Lord Arthur (#36)	High Minister: <Vacant>
State: Earl Duncan (#34), Ja	Army: Lord Mortimer (#35), 2
Trade: Duke Marley (#44)	Justice: <Vacant>
Epaltin: Sir Donald (#21)	Besyzan: Sir Michael (#15)
Sandarkan: Sir Guy (#12)	Cronos: Sir Drew (#11)
City States: Sir Richard (#14)	Treasury: Duke Roland (#42) H Ma

### Turn 3.5:

Sir James's Scandal result: 8. Rumors unsubstantiated. No Effect.  
Sir James's counsel result (aided by Sheriff): 6+1 = 7. Monarch is pleased Gain 1 PP.

### Turn 4.2:

High Minister: Sir James (#22) Justice: Earl Maxwell (#32)

### Turn 4.3:

Treason & Conspiracy trials: 5, Earl Maxwell (ability = 1) fails to solve problem. War with Cronos & Besyzan: 5, Lord Mortimer (ability = 3+1-1<Earl Duncan>) fails to solve the problem and is sacked. Monarch's support drops to 30.

### Turn 4.4:

Pirates: 6, Lord Arthur (4) fails to solve the problem. International Incident: 4, Earl Duncan (3) fails to solve the problem. Monarch's support drops to 10.

### Turn 4.5:

**Robert:** Draws #21, Extra Activity. Rolls on the Fashion Table (7+1 = Smart, Gain 2 PP + 1 drn). Recruits Sir Donald (#21). Can't counsel.

**Jeffrey:** Draws #44, Any Activity. Recruits Duke Marley (#44). Plays "Any Activity" chit to intrigue a card from Margaret ("Informer to discard). Can't counsel.

**James:** Draws #12, Gain 1 IP. Play "Extra Activity" card and +1 ip chip. Recruit (#12). Roll on Literary Pursuits Table (7+2 = Good Poetic Skill + 1 PP). Play "Monarch's Counselor" on Lady Elizabeth. Earl Duncan counsels the King to Recall the Ambassador (+1 modifier)

**Mary:** Draws #11, Extra Activity. Rolls on Craft Table (4 = Overpriced lose 5 PP and all IP - 1 drn). Doesn't counsel.

**Margaret:** Draws #54, Any Activity. Discard "Assassination". Recruit Admiral (#54). Intrigue a card from Sir James ("Escape" to discards). Doesn't counsel.

### The Cast:

D&D Anderson: Sir Jeffrey (#23), 3 IP, 12/12 PP, 13 cards, #51, #24, #44.  
A. Bargender: Sir James (#22), 5 IP, 14/2 PP, 10 cards, #52(H), #34, #62(MC).  
Copeland: Marquise Margaret (#56), 2 IP, 30/16 PP, 12 cards, Philip, #46, #54.  
Fowble: Sir Robert (#16), 0 IP, 4/3 PP, 12 cards, #13(H), #21.

### The Cabinet:

Monarch: King George (50 Support)  
Navy: Lord Arthur (#36), 1  
State: Earl Duncan (#34), Ja, 1  
Trade: Duke Marley (#44), Je  
Epain: Sir Donald (#21)  
Sandarkan: Sir Guy (#12)  
City States: Sir Richard (#14)

Consort: Queen Catherine  
High Minister: Sir James (#22)  
Army: <Vacant>  
Justice: Earl Maxwell (#32), 1  
Besyzan: Sir Michael (#15)  
Cronos: Sir Drew (#11)  
Treasury: Duke Roland (#42) H Ma

### Turn 5:

1. Player order is: Margaret, Robert, James, Jeffrey, Mary.
2. Office: Minister of the Army is vacant.
3. Political Problems: Treason & Conspiracy Trials, War with Cronos & Besyzan, Pirates, International Incident. Monarch's support is  $10 \pm 40$ .
4. Crown Event:  $8 - 1$  Political Problem = (11) Agriculture Crisis; 5 Duke Marley (6+1) solves the problem. Monarch's support goes up by 10.

You've drawn # \_\_\_ Loyalty, \_\_\_\_\_ Opportunity, \_\_\_\_\_ Event card.

### Due next time:

- a) Any modification to James's counsel (Judges)
- b) Any appointments to the Cabinet (-1 IP, in player Order)
- c) Any modifications to the Political Problem Rolls.
- d) Your player turn orders.

Remember, your card limit is 12. Your cards are: DwtK,





# KREMLIN Lech Elected!



## THE CAST (in Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 2 cards  
 Ron Fisher: Red Bivalve Factory (RBF), 2 cards  
 Mike Scott: The California Connection (TCC), 3 cards  
 Warren "Goz" Gozle: Sneaky, Treacherous, Annoying Bastards (STAB), 3 cards  
 Kevin Wilson: Red Army Ministry of Subversion (RAMS), 5 cards  
 Dave Anderson: Dying Anarchists (DA), 3 cards

## POLITBURO:

Party Chief:	<Vacant>		
KGB Head:	Strychnin (T)	61	DA 1
Foreign Minister:	<Vacant>		
Defense Minister:	Schrukurutov (B)	76w	RBF 5
Ideology Chief:	Eatstumuch (M)	64	RBF 4
Industry Minister:	Palavrian (G)	70	STAB 6, REDS 5, RBF 4
Economy Minister:	Niewitko (D), #35	73	REDS 7
Sport Minister:	Nogoodnik (V)	55s	REDS 4, RBF 3
Candidates:	HINO_		
People:	EFJKLPQRSUWXYZ		
The Wall:	A		Siberia: C

**1.5: FUNERAL COMMISSION PHASE (cont):** RBF reveals 10 ip on M and 5 ip on V. TCC reveals 3 ip on T; RAMS reveals 4 ip. REDS reveals 6 ip on V; RBF reveals 7 ip. M nominates B for Party Chief. T, B, M, G & V vote "Da", D vote "Nyet". Schrukurutov becomes Party Chief.

**1.6: REPLACEMENT PHASE:** Party Chief Schrukurutov (B) shifts T to Foreign Minister, promotes V to KGB, M to Defense, O to Ideology, aging 3 SP. G promotes X to Candidate, aging 1 SP. H is promoted by age to Sports and E & F are promoted by age to Candidates.

**1.7: Rehabilitation Phase:** None.

**1.8: Parade Phase:** Party Chief Schrukurutov waves! (1 Wave for RBF).

Due next time are your orders for Turn 2 Cure through Health Phases.

## POLITBURO:

Party Chief:	Schrukurutov (B)	79	RBF 8
KGB Head:	Nogoodnik (V)	55w+	RBF 7, REDS 6
Foreign Minister:	Strychnin (T)	61	RAMS 4, TCC 3, DA 1
Defense Minister:	Eatstumuch (M)	64s	RBF 10, TCC 9
Ideology Chief:	Satin (O)	62s	
Industry Minister:	Palavrian (G)	71	STAB 6, REDS 5, RBF 4
Economy Minister:	Niewitko (D)	73	REDS 7
Sport Minister:	Shootemdedsky (H)	69	
Candidates:	EFINX		
People:	JKLPQRSUWYZ		
The Wall:	A		Siberia: C

**LEGEND:** s = strong, w = weak, + = sick, ++ = ill, ? = under investigation

Cast: Mike Fisher (F) James Kanne (K) Rick Copeland (C) Debbie Anderson (A)

ERRATA: F has 2 b & K has 0 b.

C: (10) K & F collect 1 w from c3. F collects 2 w from f4. Trade 1 g to A for 1 l.

A: (2) Buy a card (-gwo)

F: (8) K collects 2 b from b3. C & F collect 1 w from f3. Play "Roadbuilding", build roads @ c2/c3, b2/c2 & b1/b2 (-bl) and a settlement at a1/b1/b2 (-lbw). Gets "Longest Road" chit (+2 VP)

K: (8) K collects 2 b from b3. C & F collect 1 w from f3. Trade 2 b to C for 2 g, 1 l. Play "Roadbuilding", build roads at b4/c4 and b2/b3 and settlement at a2/b2/b3.

C: (5) C collects 2 g and F collects 1 g from e4. Trade 4 W for 1 b. Build 2 roads at f2/f3 & f2/g2 (-2b, -2l).

Proposed trades: None.

Inventory/Summary (Robber at b4)

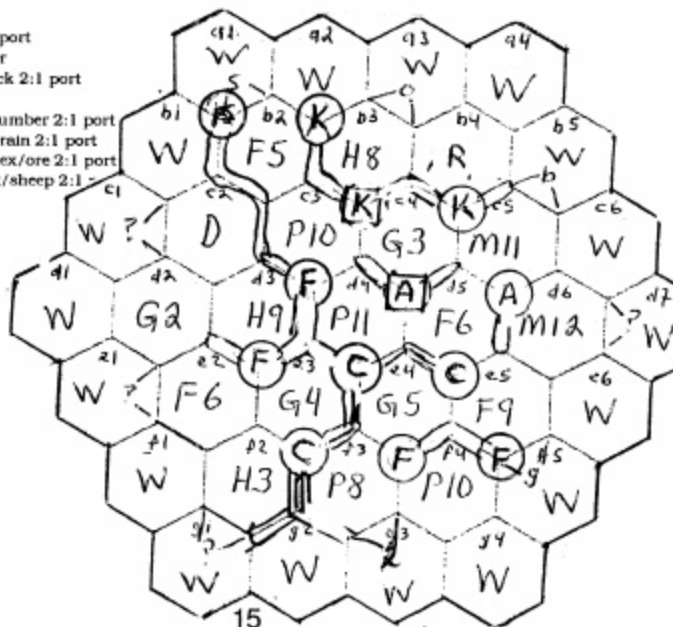
Player	Br	Gr	Lum	Ore	Wool	VP	Cards	Knights	Other
Fisher	0	1	0	0	5	7	0	0	Road
Kanne	1	2	0	0	3	4	1	1	
Copeland	1	4	1	0	0	3	0	0	
Deb A	0	1	1	1	1	3	1	1	

Die Rolls Turn 9.4 to 10.4:

Deb A: 6 Fisher: 6 Kanne: 5 Copeland: 6 Deb A: 5

LEGEND:

- ? generic 3:1 port
- # dice number
- H/b hill hex/brick 2:1 port
- D desert hex
- F/l forest hex/lumber 2:1 port
- G/g grain hex/grain 2:1 port
- M/o mountain hex/ore 2:1 port
- P/s pasture hex/sheep 2:1 port
- R robber
- W water tile





# ATREUS EPOCH II



## The Cast

Dave Anderson: Orange  
Mike Fisher: Purple

Laird Khaoz: Red  
Wayne Morrison: Ebony

Kevin Wilson: Green  
James Kanne: Azure

## THE BOARD:

**AI:** MTI(2,C,f), LTI(c)  
**OI:** Hin, LIn(c,GM), PSD, Tur  
**WI:** Zag

**EI:** Cre(C), WAn(2)  
**PI:** Yel(3,C,f), **PV:** EAn(2,C,f)  
**Seas:** EMS(E)

**GI:** Cey, EGh, UIn, WDe  
**RI:** Lev, Nil(C,RM), Nub, Pal

## EPOCH II:

**ASSYRIA (P):** Bid 11. Play 1A,C,PM @ UTI, 1A @ Lev (6,5:3 -1RI); 2A @ Pal (4,2:6; 6,1:2 -1PII, -1RI), 1A @ Nil (6,4:4 -1RI, -C +c), 1A @ Lib, Sha, Sib. VP = 1 - 11 + C(3x2) + c(1) + M(1x2 +1) + Mid E(D=6) + N Afr(D=4) + China(P=2) + S Eur(P=2) = 16.

**CHU DYNASTY (Q):** Bid 9. Play 1A,C @ Wei, 1A @ Sze, Irr, GaD, 1A,f @ Tar. VP = 0 - 9 + C(1x2) + c(1) + M(1) + Mid E(P=3) + China(D=4) + India(P=2) = +4.

Orange to Red: I don't build Monuments in the first two epochs, as they tend to draw too many "visitors" to me & disasters just tend to come in droves as soon as I finish building them. See and look at what happened to Green, the 1st epoch. I was just drawn to India even though the Mid-east was more points.

**VEDIC CITY STATES (Q):** Bid 0 = 6. Play "Rebellion" @ Lin (4,1:3 -1OI, -c). Play 1A,C,GM @ UIn (1GI r-WDe), 1A @ GaV, GaD (6,4:6; 3,1:1 -1OI), Mal, Mek, SiK. VP = 2 - 6 + C(1x2) + M(2x2) + China(P=2) + India(D=4) = 8.

**GREEK CITY STATES (E):** Bid 10. Play "North American Migrants", add 1A @ App & PSb. Play 1A,C,f,EM @ Mor, 1F @ Bla, WMS, 1A @ Pin, Dal, CEu, NGa, Alb. VP = 1 - 10 + C(2x2) + M(1x2) + S(3) + Mid E(P=3) + S Eur(D=4) = 7.

**SCYTHIANS:** No show.

**CARTHAGINIA (A):** Bid 10. 1A,C @ Sha (1PII r-Sib), 1F @ WMe (6,6:3 -1EF), 1A @ Pyr, Lib (6,4:2 -1PII, Nil (5,4:3 -1PII,c), Ars, 1A,f @ Sha. VP = 1 - 10 + C(2x2) + c(1) + S(1) + Mid E(P=3) + N Afr(D=4) + S Eur(P=2) = 6.

**PERSIA (Q):** Bid 20. Play "Sub-Saharan Migrants" 1AI @ Con, Mad, "Disaster at Sea" @ EMS. Play 1A,C,RM @ PPI, 1A Hin (5,1:3 -1OI), 2A @ UIn (3,2:6; 6,4:3 -1RII, 1GILC +c), 1A @ Lin (6,2:6; 6,4:1 -1GIL), Zag (4,2:1 -1WI), EAn (6,4:1 +1, 3,1:5 +1; 6,3:2 +1 -1RII, -2PV,f,C +c), UTI(3,1:3; 3,2:4; 4,1:4; 4,3:6; 3,2:2 -2RII, -1PII,C +c), 1F @ EMS, 1A @ Bal, Lev (5,2:1 -1PII), Pal (6,5:2 -1PII). VP = -3 -20 + C(1x2) + c(3) + M(1x2 +3) + S(1) + Mid E(D=6) + N Afr(P=2) + India(P=2) + S Eur(P=2) = 0.

**SCORE:** RI(0), OI(4), AI(6), EI(7), GI(8), PI(6)

Due next: Your bids for Epoch III and orders for any early empires you may have bids upon.

## THE BOARD:

**AI:** MTI(2,C,f), LTI(c); **AI:** Ara, Lib, Nil(RM), Pyr, Sha(2,C,f),  
**EI:** Cre(C), WAn(2); **EII:** Alb, CEu, Dal, Mor(C,f,EM), NGa, Pin.  
**GI:** Cey, EGh, WDe(2); **GII:** GaD, GaV, Mal, Mek, SiK.

**OI:** PSD, Tur; **OII:** Irr, Sze, Tarff, WellC).

**PI:** Yel(3,C,f); **PII:** Slb(2).

**RI:** Nub; **RII:** Bal, EAn(c), Hin, Lev, Lin(GM), Pal, PPI(C,RM), UIn(c,GM), UT(c,PM), Zag.

**Seas:** Blat(E), EMS(R), WMS(A)

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--BRITANNIA (continued from p 6)

♠(off): Purple 57, Red 33, Green 29.5, Blue 29

**Board**

**R-Bs (1):** 2A @ Skye; 1A @ Moray, Pennines.

**Welsh (1):** 1A @ Cornwall, Chwyd, Devon, Dyfed, Gwent, Powys.

**Brigantes (1):** 2A @ Cumbria.

**Picts (1.5):** 3A @ Alben; 1A @ Mar.

**Caledonians (0):** 1A @ Hebrides.

**Irish (0):** 5A @ Hwicce; 1A @ Cheshire, March.

**Scots (1.5):** 4A @ Dalraida; 1A @ Caithness, Orkneys.

**Saxons (2.5):** 6A @ York; 2A @ Lindsey, Suffolk; 1A @ Avalon, Downlands, Essex, Kent, Norfolk, S  
Mercia, Sussex, Wessex.

**Angles (2):** 3A @ Galloway; 2A @ Bernicia, Lothian; 1A @ Dunedin; Oswiu?

**Legend:** A = infantry army, C = cavalry army, F = fort, L = leader, pp = population point, R = rakder  
r-??? = retreats to ???, w-??? = withdraws to ???, \* = in melee, # = attack by/against cavalry

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--"Cynning" (continued from p 5)

**THE CAST:** (In Turn 3 Order)

**London** (McCabe): \$81, 10C, 6K, 70M, Gal-6

**Hamburg** (Debbie A): \$68, 7C, 4K, 40M, Gal-4

**Barcelona** (Butitta): \$76, 10C, 4K, 40M, Gal-4

**Genoa** (Copeland): \$93, 13C, 5K, 50M, Gal-6

**Venice** (Hanna): \$88, 9C, 4K, 70M, Gal-6

**Paris** (Frueh): \$114, 15C, 3K, 60M, Gal-2

**ADVANCES**

E,F,N

A,B,I

A,I,N,R,V

A,E

E,N,R

E,I,N

**THE BOARD:**

**B:** C @ Alg, BAR, Basq, Fez, Gra, Lis, Mon, Tol, Val, Waf; 1T @ Barc, Tou.

**G:** C @ Alep, Flo, Cal, Con, Cre, GEN, Mar, Nap, Sic, Smy, Sue, Tri, Tur; 1T @ Ada, Gal.

**H:** C @ Col, Dan, HAM, Lub, Prs, Rig; 1T @ Ams, Bre, Cop, Mal, Mit, Smo, Ste, Whi.

**L:** C @ Ber, Che, Edi, LON, Por, Sev, StM, Sto, Wat, Yor; 1T @ Arm, Corn, She, Wal.

**P:** C @ Aer, Basl, Bel, Bor, Bru, Bud, Cre, Dlj, Dub, Lyo, Mil, Nur, PAR, Str, Vie; 2T @ Cyp, 1T @ Jer.  
Lev.

**V:** C @ Ang, Erz, Pott, Rom, Salo, Tan, Tre, Var, VEN; 1T @ Ath, Dur, Gal, Kaf, Salz, StG.

Due next time are orders for Turns 3.7 (BkIs) through 4.3 (Card Play).

Your cards (Karte) are:

**LEGEND:** e = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white  
token, T = colored token

See <http://hometown.aol.com/msnar/maps/Cynning3-5.gif> for map.

## ON DECK



**1830:** Chinnery, R Fisher, Zieske, Copeland

**1870:** Zieske

**AIR BARON:** R Fisher, Copeland

**BRITANNIA:** Dave A, Hanna, Butitta, Wilson, Boyum (awaiting end of Devon or Egbert)

**CIRCUS IMPERIUM:** O'Hara

**CIRCUS MAXIMUS:** R Fisher, Kanne, York, Dave A, O'Hara

**COLONIAL DIPLOMACY:** O'Hara

**DIPLOMACY:** Fisher, Shacklett

**DUNE:** Dave A, R Fisher, K Wilson, Butitta, O'Hara; need 1-4 more

**GLADIATOR:** O'Hara

**GUNSLINGER:** Scott, Fowble, R Fisher, O'Hara; need 3 more

**JUNTA:** Copeland, Dave A, Hanna

**KINGMAKER:** R Fisher, Shacklett, O'Hara

**MAGIC REALM:** Butitta, Deb A, Chinnery, O'Hara

**MERCHANT OF VENUS:** R Fisher, Deb A, Chinnery

**MONSTERS RAVAGE AMERICA:** Butitta, TJ Klausutis(?)

**RUSSIAN CIVIL WAR:** O'Hara

**SETTLERS of CATAN:** Chinnery, Goz, K Wilson, Copeland

**SILVERTON:** Zieske

**TITAN:** Khaos, A & J Bargender, York, (Webb), O'Hara; need 1 or 2 more

**WIZARD'S QUEST:** A&J Bargender, Farrow, R Fisher, Deb A, O'Hara

**OTHER POSSIBILITIES:** 1829 (N OR S), 1870, AFTER THE HOLOCAUST (\*GM Fowble), GODSFIRE, KAMAKURA, PLANET MINERS, SAMARAI

\* Offered by guest GM, when space is available.

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\*\*\*\*\*  
 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 6 SEP 02  
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### The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". **BORIS** can be reached at (850) 863-9061, or pbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

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### STELLAR CONQUEST

**William T. Riker:** Due are Turn 32 production and movement orders for Turn 33-36. Please expedite your orders.

**"Kurzon Dax".** We have five applicants, others apply soonest.



# **BORIS THE SPIDER**

**c/o 203 Devon Ct  
FWB, FL 32547-3110**

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